**How to fix camera rotation**

1. Reset the camera location and rotation
2. In “Spring Arm” change the “Target Arm Length” and change the rotation in your size
3. Add the “Scene” component and the “Spring Arm” needs to be the child of the scene
4. Set the Z value location of the scene to about 150 so that the camera can’t be in the floor
5. Go to the Event Graph and change the target of “AddLocalRotation” of “AimAzimuth” from “SpringArm” to the scene
6. In “SpringArm” under the detail “Camera” vink off “Inherit Roll”